Kuy Learn to Pray" Application to Train the Practice of Prayer In Children

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ABSTRACT

Background. This research aims to create an android application-based prayer learning media product to train and teach prayer to children. This research uses a type of development research or known as Research & Development (R&D).

Purpose. The development model used in this research refers to the Borg and Gall development model.

Method. The research process begins with a preliminary study to see the problems that occur, the potential for development, determining the literature review relevant to the problems that occur to plan the manufacture of the initial product design, initial product field trials.

Results. product revision I, main field trials, product revision II, operational field trials.

Conclusion. final product revision and dissemination and implementation of product application. The results of the research on the use of the Kuy Belajar Shalat Application developed in this study with a series of steps and stages of trials can be said to be effective for training children in learning prayers because there is an increase in scores in each trial conducted.

KEYWORDS

Application, Development, Learning to Pray

INTRODUCTION

Prayer is one form of communication media between a servant and his creator. This second pillar of Islam is also a manifestation of servitude and the need for servants to Allah SWT. Prayer can be a medium of (Mazza dkk., 2020), help in getting rid of all forms of difficulties encountered by humans in the course of their (Mazza dkk., 2020). Prayer is the highest position of worship when compared to other (Hamzah dkk., 2019), prayer is also a characteristic that someone is Muslim Prayer in language means prayer, while in terms of the term is all the words and actions that begin with takbiratul ihram and end with salam. (Abdillah S. S., 1996) Prayer is one of the worship services that must be carried out by Muslims. Because
prayer is (Abdelhamid, 2021), the consequences for people who leave it will get a sin. Accustoming prayer education should be done (Cao dkk., 2020), the role of (Coutts dkk., 2019), guardians and educators is needed. So far, the prayers taught in educational institutions and the community environment are still using printed media. As a (Ferlay dkk., 2021), making (Twenge dkk., 2019), students in this millennial era feel bored or bored with the material delivered by (Anwar dkk., 2019). Learning media is needed to make it easier for students to learn optimally and as an interaction between educators and students so as to achieve learning (Ante, 2021).

The pattern of education now needs to be different from

According to shar'i, prayer is an act of worship consisting of certain actions and words or utterances that begin with takbiratul ihram and end with salam (Azzet, 2010). Prayer is the first act of worship to be judged by Allah SWT compared to other acts of (Hamzah dkk., 2019). (Paradis & Schliep, 2019), in carrying out (Magnavita dkk., 2021), it must be in accordance with the conditions and pillars that must be (Tulbure dkk., 2022).

The valid requirements in prayer consist of:
1) Clean from two hadats, both small and large hadast.
2) Clothes, body and place of prayer are clean from uncleanliness
3) Cover the aurat
4) Facing the qibla
5) Has entered the time for prayer
6) Understanding the obligations of prayer
7) Not believing the fard in prayer as a sunnah thing
8) Avoiding those that cancel the prayer (Dahlan, 2003).

The pillars of prayer are all actions and speech that must be carried out in prayer, where when one of the pillars of prayer is not fulfilled, the prayer is invalid and not (Natarajan dkk., 2020). The pillars of prayer include the following:

1) Intention
   There are three conditions in doing the intention, namely: deliberately doing it; determine the worship performed; and read the intention.
2) Standing for those who are able
   If someone is able then it is obligatory to stand and if someone is unable to stand then it may be while sitting and so on up to using gestures.
3) Takbiratul Ihram
   Performed by raising both hands in a standing position while saying
   الصلاة على النبي وعَلَى عُلَيْكَ السَّلَامُ وَرَحْمَةُ الَّذِينَ آتَيْتَ السَّلَامُ وَابْتُلِعُوا الصُّلْوَاتُ الْمُبَارَكَاتُ النَّجِيَّاتُ
   اللَّهُ رَسُولُ مُنَبِّئَنَّ أَنَّ وَأَشْهَدُ الْلَّهَ أَنَّ أَشْهَدُ
   1) Reciting blessings upon the prophet in the final tashahhud
   Followed by reciting salawat upon the prophet as follows:
   اِبْرَاهِيمُ وَعَلَى عُلَيْكَ الْسَّلَامُ وَعَلَى وَلَدَيْكَ الْهَالِكَ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ وَعَلَى عُلَيْكَ السَّلَامُ
   اللهَ إِيَّاهُ أُشُفِّهِ بِمَنْ عَذَابَ الْقَبْرِ وَمَنْ عَذَابَ النَّارِ وَمِنْ فَتْنَةِ الْمَيْتَى وَمِنْ فَتْنَةِ الْمَمَاتِ وَمِنْ شَرِّ فَتْنَةِ الْمَيْتَى وَالْمَمَاتِ
   1) Salam
   After completing the final tashahhud prayer, the greeting is followed by the first turning to the right and the second turning to the left while saying:
1) Orderly implementation of the pillars

Putting the pillars in their respective places and sequences and not passing or omitting them (Abdillah S. S., 2010).

It is an obligation that all the pillars of prayer must be done in sequence and if one of the pillars of prayer is not carried out intentionally then one's prayer will not be accepted. If someone forgets and unintentionally hesitates to skip one pillar, they can perform sujud sahwi in the last moment before greeting. (Abdillah S. S., 2010)

**Android App-Based Learning Media**

Application in terms is a program that is ready to be used in accordance with the intended target. (Ren dkk., 2020), applications according to the Big Indonesian Dictionary are the application of system designs to process data using the rules or provisions of certain programming (Abdar dkk., 2021). So it can be concluded that the application is a program design that is run for certain purposes accompanied by the rules inherent in it.

Learning applications are media that are used as teaching aids in delivering learning (Shi dkk., 2020). As a medium for conveying messages, learning applications greatly assist educators in presenting learning materials to (Zhang dkk., 2019). Learning applications that are well made and (Tu dkk., 2020), even in the absence of (Caena & Redecker, 2019), the function of learning applications as media can be conveyed (Rahimzadeh dkk., 2021). (Aich dkk., 2019), the benefits of learning applications can lead to good interactions between educators and students so that the learning process can run effectively and (Ali dkk., 2020).

Android is a mobile phone operating system that presents an open platform for developers to design and create their own applications so that they can operate on android (M. Chen dkk., 2019).

The process of making learning media based on this android application requires supporting software including:

- **Microsoft Power Point**
  Microsoft Power Point is one of the computer software from Microsoft Office. Microsoft Power Point is one of the flagship products of Microsoft Corporation in the presentation application program that is often used today.
  Microsoft Power Point itself can also be used to design android applications that are combined with iSpring Suite 10.

- **iSpring Suite 10**
  iSpring is a tool that can convert presentations into flash form and SCORM/AICC form, which is in the form commonly used in learning with e-learning LMS (Learning Management System) (Sandy, n.d.). iSpring can be easily integrated in Microsoft Power Point, so operating it does not require high expertise.

- **Website 2 Apk Builder**
  Website 2 Apk Builder is a computer software used to convert files with html format into apk form which can then be installed on an android smartphone.

This android application-based learning media provides various conveniences including: (1) Can be accessed anywhere and anytime by students or other users; (2) Students can interact directly with the media; (3) Students can continue to keep up with the times, especially in the field of technology; (4) Does not require a lot of money because it only needs to be installed on each android smartphone.
RESEARCH METHODOLOGY

This research uses a type of development research or known as Research & Development (R&D). The development model used in this study refers to the Borg and Gall development model. The Borg and Gall development model contains steps that must be taken by researchers so that the products they design have feasibility (Mulangu dkk., 2019). The research step begins with the problems that occur during congregational prayers in the mushola neighborhood RW 05 Purwamekar (Alzoubi dkk., 2022), determining the literature review relevant to the problems that occur to plan the manufacture of initial product (West dkk., 2019), initial product field (L.-K. Chen dkk., 2020), product revision I, main field (Marshall dkk., 2020), product revision II, operational field trials, final product revision and dissemination and implementation of product (Wang dkk., 2019).

RESULT AND DISCUSSION

Product Preliminary Study

The problem that occurs when praying in congregation in the mushola in the neighborhood of RW 05 Purwamekar is that there are still many children who when praying their movements are not in accordance with the terms and conditions of prayer. Even when tested to recite the prayer (Alkhateeb, 2020), some children still stammer and do not memorize the prayer recitation at all.

When looking directly at the teaching pattern used by the teacher in teaching prayer to children / students, there is no media at all used to convey the prayer material to students, meaning that the teacher only explains and the students only (Germani dkk., 2019), making learning conditions monotonous and tends to be (Cerezo dkk., 2019). Because of this problem, the reading and movements of children when praying do not fulfill the conditions and pillars. (Tang dkk., 2020), this research can be an alternative solution in overcoming the problems that occur so that children can and are accustomed to praying by fulfilling the conditions and (Mohammed dkk., 2019).

Planning

After finding the problem as stated in the preliminary study, then planning the research. The planning that was carried out included:

1. Determining indicators of learning objectives.
3. Collecting and exploring sources and materials that will be used in making products.
4. Estimating time, labor and funds.
5. Discussing and exchanging ideas with colleagues and dividing tasks that will be carried out later.
6. Developing research instruments.

**Initial Product Design Development**

This initial product design development includes:

1) Create a framework or basic concept of the learning prayer application product.

   1. Create a framework or basic concept of the learning prayer application product.

2) Apply the framework or basic concepts in the form of Microsoft Power Point-assisted application display.
3) After all the material is made with the help of Microsoft Power Point, the application design design which was originally a .ppt extension is converted into .html with the help of iSpring Suite 10 software which is integrated in Microsoft Power Point.

![Figure 4.7 Menu Display of iSpring Suite 10](image1.png)
![Figure 4.8 iSpring Suite 10 Convert Process](image2.png)

![Figure 4.9 Convert Process Completed](image3.png)

4) The next process is to change the application design from the .html extension to .apk so that the application can be run on an android phone with the help of Website 2 APK Builder Pro software.

![Figure 4.10 Initial Website Display 2 APK Builder Pro](image4.png)
![Figure 4.11 Convert Process](image5.png)

![Figure 4.12 Convert Process Completed](image6.png)
**Initial Field Trial**

The initial field trial was conducted in the recitation of children of mushola RW 05 Purwamekar which amounted to 15 people twice using a single one shot case study experimental design.

![Figure 4.13 Single Experiment Research Design One Shot Case Study](image)

Description:

X : *Treatment using the Kuy Belajar Shalat application*

O : Observation of results using the Kuy Belajar Shalat application

**Table 4.1 Initial Field Trial Results**

<table>
<thead>
<tr>
<th>Activities</th>
<th>N</th>
<th>Average</th>
<th>Standard Deviation</th>
<th>t- Count</th>
<th>df</th>
<th>t- Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Test Run 1</td>
<td>15</td>
<td>27,93</td>
<td>3,45</td>
<td>31,33</td>
<td>14</td>
<td>1,76</td>
</tr>
<tr>
<td>Test Run 2</td>
<td>15</td>
<td>38,33</td>
<td>2,94</td>
<td>50,43</td>
<td>14</td>
<td>1,76</td>
</tr>
</tbody>
</table>

The results of the initial field trial analysis by referring to the table above show that the average of field trial 2 is greater and has a difference with the value of field trial 1, namely 38.33>27.93 with a t-count of 50.43>31.33. The results of this analysis prove that the hypothesis of practicing prayer using the Kuy Belajar Shalat application is proven effective through the initial field (Heidenreich dkk., 2022).

**Main Field Trial**

The main field trial was conducted at SDN Purwamekar, totaling 23 people twice using a single one shot case study experimental design. The use of the Kuy Belajar Shalat application in training children's prayer is declared effective if the trial value of 4 is greater than the trial value of 3.

![Figure 4.14 Single Experiment Research Design One Shot Case Study](image)

Description:

X : *Treatment using the Kuy Belajar Shalat application*

O : Observation of results using the Kuy Belajar Shalat application

**Table 4.2 Main Field Trial Results**

<table>
<thead>
<tr>
<th>Activities</th>
<th>N</th>
<th>Average</th>
<th>Standard Deviation</th>
<th>t- Count</th>
<th>df</th>
<th>t- Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Test Run 3</td>
<td>23</td>
<td>34,39</td>
<td>3,22</td>
<td>51,06</td>
<td>22</td>
<td>1,71</td>
</tr>
<tr>
<td>Test Run 4</td>
<td>23</td>
<td>40,08</td>
<td>2,71</td>
<td>70,88</td>
<td>22</td>
<td>1,71</td>
</tr>
</tbody>
</table>

The results of the main field trial analysis by referring to the table above show that the average value of trial 4 of 40.08 is greater than the average value of trial 3 of 34.39 with a t-count of 70.88 which is greater than 51.06. From the explanation of these results, it proves that the trial of the Kuy Belajar Shalat application to train children's prayers is said to be effective because there is an increase in the value of each trial from the two main field (Verdoni dkk., 2020).
CONCLUSION

Based on the results of the analysis, it can be concluded that the Kuy Belajar Shalat Application developed in this study with a series of steps and trial stages can be said to be effective for training children in prayer learning because there is an increase in value in each trial conducted. This Kuy Belajar Shalat application is an android-based application that contains learning procedures for the five daily prayers which include prayer recitations, prayer movements along with practical implementation videos so that it helps children to learn as well as practice them. This Kuy Belajar Shalat application can be used as an alternative or variation of learning media for educators when delivering material about prayer which generally uses traditional learning media and can be used anywhere and anytime because this learning media can be run practically on a smartphone.

AUTHORS’ CONTRIBUTION

Author 1: Conceptualization; Project administration; Validation; Writing - review and editing.
Author 2: Conceptualization; Data curation; In-vestigation.
Author 3: Data curation; Investigation.

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